

PATENT ABSTRACTS OF JAPAN

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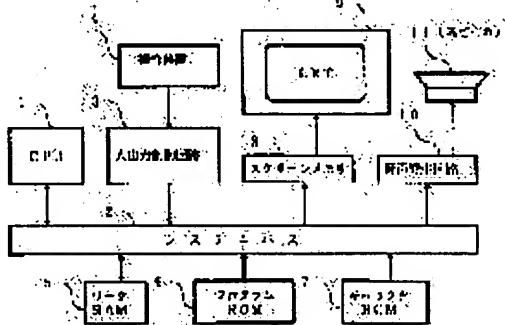
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(54) GAME MACHINE CAPABLE OF CHANGING ACCENT OF VOICE OUTPUT OF SCREEN-DISPLAYED SENTENCE INCLUDING CALLING NAME

(57) Abstract:

PURPOSE: To change the accent of voice by the preference of a player by displaying sentences including the calling name of the player to be operated next on a screen and outputting the calling name in the sentences to be voice- outputted in voice corresponding to an accent pattern at the time of advancing a game.

CONSTITUTION: A CPU 1 reads out an operation program for executing a SUGOROKU (Japanese variety of parcheesi) game from a program ROM 6, reads a character from a character ROM 7, stores picture data in a screen memory 8 and displays the screen for starting the SUGOROKU game on a CRT 9. Then, input signals from an operation unit 4 are sent to the CPU 1, the PCM voice data of the respective characters of the assembled sentences are read out by referring to a data table inside the character ROM 7, they are modulated based on accent pattern data and converted into analog voice signals in a voice generation circuit 10 and the voice is outputted.



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CLAIMS

[Claim(s)]

[Claim 1] Next, it sets to the game machine of the format which displays the identifier of a player etc. on a screen in order to nominate the player which should be operated. A display means to display a mnemonic-name input screen based on game starting, and the mnemonic-name accent assignment means for setting up one of two or more accent patterns about said inputted mnemonic name, while inputting a mnemonic name based on the mnemonic-name input screen displayed by said display means. The modulation means which carries out the voice output of said inputted mnemonic name in the accent according to said set-up accent pattern is established. At the time of game progress Next, while displaying on a screen purport of a letter including the mnemonic name of the player which should be operated, The game machine into which the accent of the voice output of a screen-display sentence including the mnemonic name characterized by constituting so that the mnemonic name in said purport of a letter by which a voice output is carried out may be outputted with the voice according to said accent pattern is changeable.

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DETAILED DESCRIPTION

[Detailed Description of the Invention]

[0001]

[Industrial Application] This invention relates to the game machine of the format which advances a game, and the game machine which can adjust the accent of the voice output of the screen-display sentence for urging actuation to a player if it says in more detail by [which divide although two or more players replace based on directions of the display screen] carrying out alter operation.

[0002]

[Description of the Prior Art] There is a sugoroku game machine conventionally as one of the above-mentioned game machines. sugoroku usual in this sugoroku game machine being a game machine with which that to which the partition truck from a start to a riser was displayed on the screen, two or more players shook the die in order, and only the eye which came out progressed to and went up the partition truck early most serves as a victory -- it is the same as that of a game. If ** of a manual operating device is operated on the occasion of progress of a game in order that one player may shake a die, the die on a screen will rotate and stop. A game machine recognizes the number of the eyes which stopped, and only the number advances the piece of the player.

[0003]

[Problem(s) to be Solved by the Invention] since it next becomes the sequence of other players -- a screen top -- for example, -- " -- the next ... it is **** -- " -- ** -- the purport of a letter to say is displayed. Reading this purport of a letter, the following player carries out the same actuation as the above. Therefore, when the following player looked aside from a screen for convenience' sake [certain] and the purport of a letter which specifies the player on a screen was displayed, the following player had [having become one's sequence and] the fault that it could not recognize immediately. moreover -- since a player reads the picture and alphabetic character on a screen and makes a game advance -- force -- there is nothing -- the game itself -- there was a fault of becoming insipid.

→ [0004] Then, this applicant has proposed the game machine (game machine which carries out the voice output of the screen-display sentence including the name of application and invention, and a mnemonic name on the same day) which carries out the voice output of the purport of a letter including the identifier of the player etc. while he displays the following player name on a screen and displays the purport of a letter which shows that sequence has turned on the player. By the way, it is expected that the voice output without the intonation which the audio accent generally changes with districts, and was decided beforehand is not suitable to liking of a player. When generating voice, it is requested that accent change of a voice output should be enabled by the intention of the player. The object of this invention is to offer the game machine to which the accent of the voice can be changed by liking of a player, when uttering the voice of the same purport of a letter as the screen-display sentence for giving directions to a player.

[0005]

[Means for Solving the Problem] In order to attain said object, the game machine by this invention Next, it sets to the game machine of the format which displays the identifier of a player etc. on a screen in order to nominate the player which should be operated. A display means to display a mnemonic-name input screen based on game starting, and the mnemonic-name accent assignment means for setting up one of two or more accent patterns about said inputted mnemonic name, while inputting a mnemonic name based on the mnemonic-name input screen displayed by said display means, The modulation means which carries out the voice output of said inputted mnemonic name in the accent according to said set-up accent pattern is established. While displaying on a screen purport of a letter including the mnemonic name of the player which should be operated next at the time of game progress, it constitutes so that the mnemonic name in said purport of a letter by which a voice output is carried out may be outputted with the voice according to said accent pattern.

[0006]

[Example] Hereafter, with reference to a drawing, this invention is explained in more detail. Drawing 1 is the block diagram showing the configuration of the game machine into which the accent of the voice output of a screen-display

sentence including the mnemonic name by this invention is changeable. This Fig. is the example of a sugoroku game machine. If a game machine is started by actuation of a player, CPU1 will read the program of operation for performing a sugoroku game through a system bus 2 from a program ROM 6, and will start the program execution of operation. A character is read from a character ROM 7, image data is stored in the screen memory 8, and the screen for starting a sugoroku game to CRT9 is displayed. A player can operate the carbon button of a manual operating device 4 etc. with screen-display directions and directions with voice.

[0007] The input signal from the carbon button of a manual operating device 4 etc. is sent to CPU1 through the input/output control circuit 3. A work piece RAM 5 is used as a working area of CPU1. Purport of a letter (for example, "next, it is Mr. A's watch") is composed under directions of CPU1 based on the purport-of-a-letter data stored in the data of the identifier data storage section in a work piece RAM 5, and the family-name data storage section, or a character ROM 7. ["shake the time in Mr. A and the case",] And by referring to the data table which stores the PCM voice data in a character ROM 7, reading appearance of the assembled PCM voice data of each alphabetic character of purport of a letter is carried out. After a modulation is applied based on accent pattern data and the PCM voice data by which reading appearance was carried out is changed into an analog sound signal by the voice generating circuit 10, it is outputted from a loudspeaker 11. In this sugoroku game machine, while inputting the mnemonic name of a player, i.e., a family name, and an identifier at the beginning, a family name and the accent pattern of an identifier are chosen.

[0008] Drawing 2 is drawing showing the part which stores the example and mnemonic name of the mnemonic-name input screen of the game machine by this invention, and an accent pattern. This example creates the mnemonic name which chooses 1 character at a time from the displayed alphabetic character, and consists of a family name and an identifier. One of a family name and the alphabetic characters which constitute an identifier can be determined by moving cursor to the alphabetic character to choose and pushing the definite carbon button of a manual operating device 4. By repeating this, as shown in the lower part of the mnemonic-name input screen of drawing 2 (a), it can be carried out whether it is "** and the family name ****-**", and an identifier can be set up.

[0009] Moreover, with the manual operating device 4 out of the data tables 10-14 shown in drawing 2 (b), one of the data tables which are in agreement with a family name and the number of words of an identifier, respectively can be chosen, and one of the accent patterns can be chosen from the selected data table. drawing 2 (a) -- a family name and the number of words of an identifier -- respectively -- four words -- it is -- a family name -- the 2nd -- " -- it is -- " -- a character -- an identifier -- the 1st -- " -- carrying out -- " -- the example in which the accent is put on the character, respectively is shown. the above-mentioned "** -- it is, and obtains and obtains, and the data table of PCM voice data, such as --", is stored in the character ROM 7 as mentioned above. Moreover, the parts of the set-up family name and an identifier are stored in RAM01 and RAM02 of a work piece RAM 5, respectively. The data table of an accent is stored in the memory in CPU1 (not shown).

[0010] Actuation of CPU of mnemonic-name setting out is explained below. A flow chart for drawing 3 to explain actuation of a mnemonic-name input of the game machine by this invention and drawing 4 are drawings having shown the functional division related to the accent setting-operation in mnemonic-name setting out with a block directly among the functions of CPU. As for close, a title is displayed for an electric power switch on a screen, if button grabbing is made and a game is started from a manual operating device 4, the mnemonic-name input screen of a character ROM 7 will be read from the input screen-display directions section 23 of CPU1, and the screen shown in drawing 2 will be displayed on CRT9. Thereby, by operating cursor and pushing a definite carbon button, a player sets up the alphabetic character of 1 character at a time, and sets up the mnemonic name which consists of a family name and an identifier. The family name and identifier which were set up are stored in RAM 01 and 02 of a work piece RAM, respectively.

[0011] The number check section 12 of words reads the number of words of a family name from the above RAM 01 (301 "is hereafter called "S""). [step] The table data specification section 13 specifies the data table of the accent corresponding to the number of words by which reading appearance was carried out (S302). Thereby, a player can specify the accent pattern wished to have from the specified data table. When an accent pattern is specified, the accent pattern specification part 14 makes "1" count to a counter 15 (S304). A mnemonic-name accent assignment means consists of the number check section 12 of words, the table data specification section 13, and accent pattern specification part 14 grade.

[0012] The PCM voice data fetch section 18 accesses the data table of the PCM voice data of a character ROM 7, and the PCM voice data corresponding to the 1st alphabetic character of mnemonic-name input data reads it with "1" output of a counter 15 (S305). The modulation section 19 receives the PCM voice data by which reading appearance was carried out, and it becomes irregular based on the pattern outputted from the accent pattern specification part 14 (S306). Modulation PCM voice data is changed into analog voice data in the voice generating circuit 10, and voice is outputted from a loudspeaker 11 (S307). A modulation means consists of the modulation section 19, a voice

generating circuit, etc.

[0013] A comparator 16 receives the number of words of a family name from the number check section 12 of words, is comparing the number of words and the counter value of a counter 15 which were received, and when counted value has not reached the received number of words, it carries out a counter 15 +one. A voice generating terminate signal is outputted without on the other hand, counting up, when the number of words which the counter value received is reached. In S308, since it was judged by this comparator 16 whether it is voice generating of the last alphabetic character and the voice output was made about the 1st alphabetic character of the four alphabetic characters in the above-mentioned example, a counter 15 is counted up to "2", actuation of S305-S307 is repeated, and the 2nd voice is outputted.

[0014] If the voice of the last alphabetic character [4th] is outputted, it will judge that the number of words and counter value of a comparator 16 which were received corresponded, and the voice output actuation according to the accent pattern about a family name will be ended. Next, CPU1 reads the number of words of an identifier from RAM02, and outputs voice according to the accent pattern about an identifier by the same actuation as the case of a family name. A player can check whether not only a mnemonic-name input screen but the mnemonic name inputted itself has been set as accuracy with the voice of the intonation according to an accent pattern. Thus, if the mnemonic name of all players is set up, CPU1 will display a sugoroku game screen.

[0015] Drawing 5 is drawing showing an example of the sugoroku game screen of the game machine by this invention. Screen 20 shows the condition that the sugoroku game advanced to the middle. The partition truck 21 of an ellipse form is displayed on middle of the screen, Piece A progresses to the 4th from a start location, and Piece B is progressing to the 6th. The die 22 was displayed on the lower right and 2 has come out of the eye of a die. Therefore, by this, only two pieces A progress and are in a current location. When the die swing of Player A is completed, the purport of a letter "it is next Mr. B's watch" is displayed on a bottom of screen. The voice "it is next Mr. B's watch" as purport of a letter is simultaneously outputted from a loudspeaker 11. this time -- "-- whether it is "** carries out and Mr. B" is Mr. ****_**" -- a family name -- "-- it is -- " -- ** -- the part of the character to say, and an identifier -- "-- carrying out -- " -- ** -- an accent sets into the part of the character to say and voice is uttered from a game machine. It becomes irregular by the accent pattern set up by the modulation section 19 of drawing 4 , and this mnemonic-name part is sent to a voice generating circuit.

[0016]

[Effect of the Invention] As mentioned above, it constitutes so that this invention may input a mnemonic name by the mnemonic-name input screen and the mnemonic name in the purport of a letter by which a voice output is carried out while displaying on a screen purport of a letter including the mnemonic name of the player which a player enables it to choose an accent pattern about the voice output of this mnemonic name, and should be operated next at the time of game progress may be outputted with the voice according to an accent pattern, as explained. Therefore, a player is peculiar to the district, or since it can output the voice of a mnemonic name in the accent by its liking, the empathy of it is possible to a game machine, and it is effective in a game becoming more realistic.

[Translation done.]

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TECHNICAL FIELD

[Industrial Application] This invention relates to the game machine of the format which advances a game, and the game machine which can adjust the accent of the voice output of the screen-display sentence for urging actuation to a player if it says in more detail by [which divide although two or more players replace based on directions of the display screen] carrying out alter operation:

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PRIOR ART

[Description of the Prior Art] There is a sugoroku game machine conventionally as one of the above-mentioned game machines. sugoroku usual in this sugoroku game machine being a game machine with which that to which the partition truck from a start to a riser was displayed on the screen, two or more players shook the die in order, and only the eye which came out progressed to and went up the partition truck early most serves as a victory -- it is the same as that of a game. If ** of a manual operating device is operated on the occasion of progress of a game in order that one player may shake a die, the die on a screen will rotate and stop. A game machine recognizes the number of the eyes which stopped, and only the number advances the piece of the player.

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EFFECT OF THE INVENTION

[Effect of the Invention] As mentioned above, it constitutes so that this invention may input a mnemonic name by the mnemonic-name input screen and the mnemonic name in the purport of a letter by which a voice output is carried out while displaying on a screen purport of a letter including the mnemonic name of the player which a player enables it to choose an accent pattern about the voice output of this mnemonic name, and should be operated next at the time of game progress may be outputted with the voice according to an accent pattern, as explained. Therefore, a player is peculiar to the district, or since it can output the voice of a mnemonic name in the accent by its liking, the empathy of it is possible to a game machine, and it is effective in a game becoming more realistic.

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TECHNICAL PROBLEM

[Problem(s) to be Solved by the Invention] since it next becomes the sequence of other players -- a screen top -- for example, -- " -- the next ... it is **** -- " -- ** -- the purport of a letter to say is displayed. Reading this purport of a letter, the following player carries out the same actuation as the above. Therefore, when the following player looked aside from a screen for convenience' sake [certain] and the purport of a letter which specifies the player on a screen was displayed, the following player had [having become one's sequence and] the fault that it could not recognize immediately. moreover -- since a player reads the picture and alphabetic character on a screen and makes a game advance -- force -- there is nothing -- the game itself -- there was a fault of becoming insipid.

[0004] Then, this applicant has proposed the game machine (game machine which carries out the voice output of the screen-display sentence including the name of application and invention, and a mnemonic name on the same day) which carries out the voice output of the purport of a letter including the identifier of the player etc. while he displays the following player name on a screen and displays the purport of a letter which shows that sequence has turned on the player. By the way, it is expected that the voice output without the intonation which the audio accent generally changes with districts, and was decided beforehand is not suitable to liking of a player. When generating voice, it is requested that accent change of a voice output should be enabled by the intention of the player. The object of this invention is to offer the game machine to which the accent of the voice can be changed by liking of a player, when uttering the voice of the same purport of a letter as the screen-display sentence for giving directions to a player.

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MEANS

[Means for Solving the Problem] In order to attain said object, the game machine by this invention Next, it sets to the game machine of the format which displays the identifier of a player etc. on a screen in order to nominate the player which should be operated. A display means to display a mnemonic-name input screen based on game starting, and the mnemonic-name accent assignment means for setting up one of two or more accent patterns about said inputted mnemonic name, while inputting a mnemonic name based on the mnemonic-name input screen displayed by said display means, The modulation means which carries out the voice output of said inputted mnemonic name in the accent according to said set-up accent pattern is established. While displaying on a screen purport of a letter including the mnemonic name of the player which should be operated next at the time of game progress, it constitutes so that the mnemonic name in said purport of a letter by which a voice output is carried out may be outputted with the voice according to said accent pattern.

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EXAMPLE

[Example] Hereafter, with reference to a drawing, this invention is explained in more detail. Drawing 1 is the block diagram showing the configuration of the game machine into which the accent of the voice output of a screen-display sentence including the mnemonic name by this invention is changeable. This Fig. is the example of a sugoroku game machine. If a game machine is started by actuation of a player, CPU1 will read the program of operation for performing a sugoroku game through a system bus 2 from a program ROM 6, and will start the program execution of operation. A character is read from a character ROM 7, image data is stored in the screen memory 8, and the screen for starting a sugoroku game to CRT9 is displayed. A player can operate the carbon button of a manual operating device 4 etc. with screen-display directions and directions with voice.

[0007] The input signal from the carbon button of a manual operating device 4 etc. is sent to CPU1 through the input/output control circuit 3. A work piece RAM 5 is used as a working area of CPU1. Purport of a letter (for example, "next, it is Mr. A's watch") is composed under directions of CPU1 based on the purport-of-a-letter data stored in the data of the identifier data storage section in a work piece RAM 5, and the family-name data storage section, or a character ROM 7. ["shake the time in Mr. A and the case",] And by referring to the data table which stores the PCM voice data in a character ROM 7, reading appearance of the assembled PCM voice data of each alphabetic character of purport of a letter is carried out. After a modulation is applied based on accent pattern data and the PCM voice data by which reading appearance was carried out is changed into an analog sound signal by the voice generating circuit 10, it is outputted from a loudspeaker 11. In this sugoroku game machine, while inputting the mnemonic name of a player, i.e., a family name, and an identifier at the beginning, a family name and the accent pattern of an identifier are chosen.

[0008] Drawing 2 is drawing showing the part which stores the example and mnemonic name of the mnemonic-name input screen of the game machine by this invention, and an accent pattern. This example creates the mnemonic name which chooses 1 character at a time from the displayed alphabetic character, and consists of a family name and an identifier. One of a family name and the alphabetic characters which constitute an identifier can be determined by moving cursor to the alphabetic character to choose and pushing the definite carbon button of a manual operating device 4. By repeating this, as shown in the lower part of the mnemonic-name input screen of drawing 2 (a), it can be carried out whether it is "****" and the family name "****", and an identifier can be set up.

[0009] Moreover, with the manual operating device 4 out of the data tables 10-14 shown in drawing 2 (b), one of the data tables which are in agreement with a family name and the number of words of an identifier, respectively can be chosen, and one of the accent patterns can be chosen from the selected data table. drawing 2 (a) -- a family name and the number of words of an identifier -- respectively -- four words -- it is -- a family name -- the 2nd -- " -- it is -- " -- a character -- an identifier -- the 1st -- " -- carrying out -- " -- the example in which the accent is put on the character, respectively is shown. the above-mentioned "****" -- it is, and obtains and obtains, and the data table of PCM voice data, such as "--", is stored in the character ROM 7 as mentioned above. Moreover, the parts of the set-up family name and an identifier are stored in RAM01 and RAM02 of a work piece RAM 5, respectively. The data table of an accent is stored in the memory in CPU1 (not shown).

[0010] Actuation of CPU of mnemonic-name setting out is explained below. A flow chart for drawing 3 to explain actuation of a mnemonic-name input of the game machine by this invention and drawing 4 are drawings having shown the functional division related to the accent setting-operation in mnemonic-name setting out with a block directly among the functions of CPU. As for close, a title is displayed for an electric power switch on a screen, if button grabbing is made and a game is started from a manual operating device 4, the mnemonic-name input screen of a character ROM 7 will be read from the input screen-display directions section 23 of CPU1, and the screen shown in drawing 2 will be displayed on CRT9. Thereby, by operating cursor and pushing a definite carbon button, a player sets up the alphabetic character of 1 character at a time, and sets up the mnemonic name which consists of a family name and an identifier. The family name and identifier which were set up are stored in RAM 01 and 02 of a work piece RAM, respectively.

[0011] The number check section 12 of words reads the number of words of a family name from the above RAM 01 (301 "is hereafter called "S""). [step] The table data specification section 13 specifies the data table of the accent corresponding to the number of words by which reading appearance was carried out (S302). Thereby, a player can specify the accent pattern wished to have from the specified data table. When an accent pattern is specified, the accent pattern specification part 14 makes "1" count to a counter 15 (S304). A mnemonic-name accent assignment means consists of the number check section 12 of words, the table data specification section 13, and accent pattern specification part 14 grade.

[0012] The PCM voice data fetch section 18 accesses the data table of the PCM voice data of a character ROM 7, and the PCM voice data corresponding to the 1st alphabetic character of mnemonic-name input data reads it with "1" output of a counter 15 (S305). The modulation section 19 receives the PCM voice data by which reading appearance was carried out, and it becomes irregular based on the pattern outputted from the accent pattern specification part 14 (S306). Modulation PCM voice data is changed into analog voice data in the voice generating circuit 10, and voice is outputted from a loudspeaker 11 (S307). A modulation means consists of the modulation section 19, a voice generating circuit, etc.

[0013] A comparator 16 receives the number of words of a family name from the number check section 12 of words, is comparing the number of words and the counter value of a counter 15 which were received, and when counted value has not reached the received number of words, it carries out a counter 15 +one. A voice generating terminate signal is outputted without on the other hand, counting up, when the number of words which the counter value received is reached. In S308, since it was judged by this comparator 16 whether it is voice generating of the last alphabetic character and the voice output was made about the 1st alphabetic character of the four alphabetic characters in the above-mentioned example, a counter 15 is counted up to "2", actuation of S305-S307 is repeated, and the 2nd voice is outputted.

[0014] If the voice of the last alphabetic character [4th] is outputted, it will judge that the number of words and counter value of a comparator 16 which were received corresponded, and the voice output actuation according to the accent pattern about a family name will be ended. Next, CPU1 reads the number of words of an identifier from RAM02, and outputs voice according to the accent pattern about an identifier by the same actuation as the case of a family name. A player can check whether not only a mnemonic-name input screen but the mnemonic name inputted itself has been set as accuracy with the voice of the intonation according to an accent pattern. Thus, if the mnemonic name of all players is set up, CPU1 will display a sugoroku game screen.

[0015] Drawing 5 is drawing showing an example of the sugoroku game screen of the game machine by this invention. Screen 20 shows the condition that the sugoroku game advanced to the middle. The partition truck 21 of an ellipse form is displayed on middle of the screen, Piece A progresses to the 4th from a start location, and Piece B is progressing to the 6th. The die 22 was displayed on the lower right and 2 has come out of the eye of a die. Therefore, by this, only two pieces A progress and are in a current location. When the die swing of Player A is completed, the purport of a letter "it is next Mr. B's watch" is displayed on a bottom of screen. The voice "it is next Mr. B's watch" as purport of a letter is simultaneously outputted from a loudspeaker 11. this time -- "-- whether it is "** carries out and Mr. B" is Mr. ****_**" -- a family name -- "-- it is -- " -- ** -- the part of the character to say, and an identifier -- "-- carrying out -- " -- ** -- an accent sets into the part of the character to say and voice is uttered from a game machine. It becomes irregular by the accent pattern set up by the modulation section 19 of drawing 4 , and this mnemonic-name part is sent to a voice generating circuit.

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DESCRIPTION OF DRAWINGS

[Brief Description of the Drawings]

[Drawing 1] It is the block diagram showing the configuration of the game machine into which the accent of the voice output of a screen-display sentence including the mnemonic name by this invention is changeable.

[Drawing 2] It is drawing showing the part which stores the example and mnemonic name of the mnemonic-name input screen of the game machine by this invention, and an accent pattern.

[Drawing 3] It is a flow chart for explaining actuation of a mnemonic-name input of the game machine by this invention.

[Drawing 4] It is drawing having shown the functional division related to the accent setting-operation in mnemonic-name setting out with a block directly among the functions of CPU.

[Drawing 5] It is drawing showing an example of the sugoroku game screen of the game machine by this invention.

[Description of Notations]

- 1 -- CPU
- 2 -- System bus
- 3 -- Input/output control circuit
- 4 -- Manual operating device
- 5 -- Work piece RAM
- 6 -- Program ROM
- 7 -- Character ROM
- 8 -- Screen memory
- 9 -- CRT
- 10 -- Voice generating circuit
- 11 -- Loudspeaker

[Translation done.]

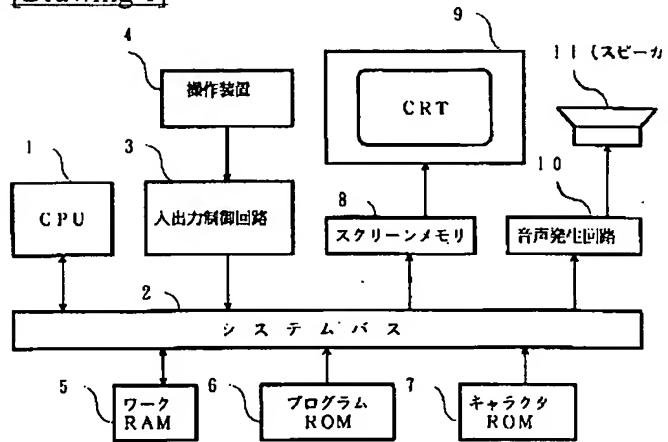
* NOTICES *

• JPO and NCIPi are not responsible for any damages caused by the use of this translation.

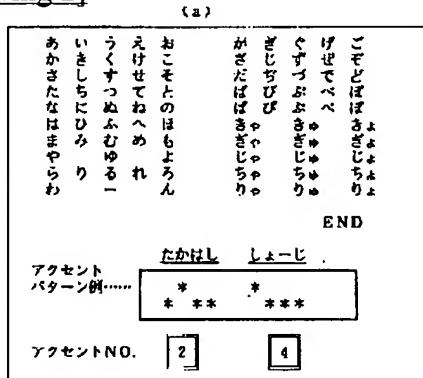
1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. **** shows the word which can not be translated.
3. In the drawings, any words are not translated.

DRAWINGS

[Drawing 1]



[Drawing 2]



(b)

データテーブル 10 (PCM変調データ) (2路用アクセントパターン)	データテーブル 13 (5路用アクセントパターン)
001...111	001...□□□
002...111	002...□□□
⋮	⋮
00N...111	00N...□□□

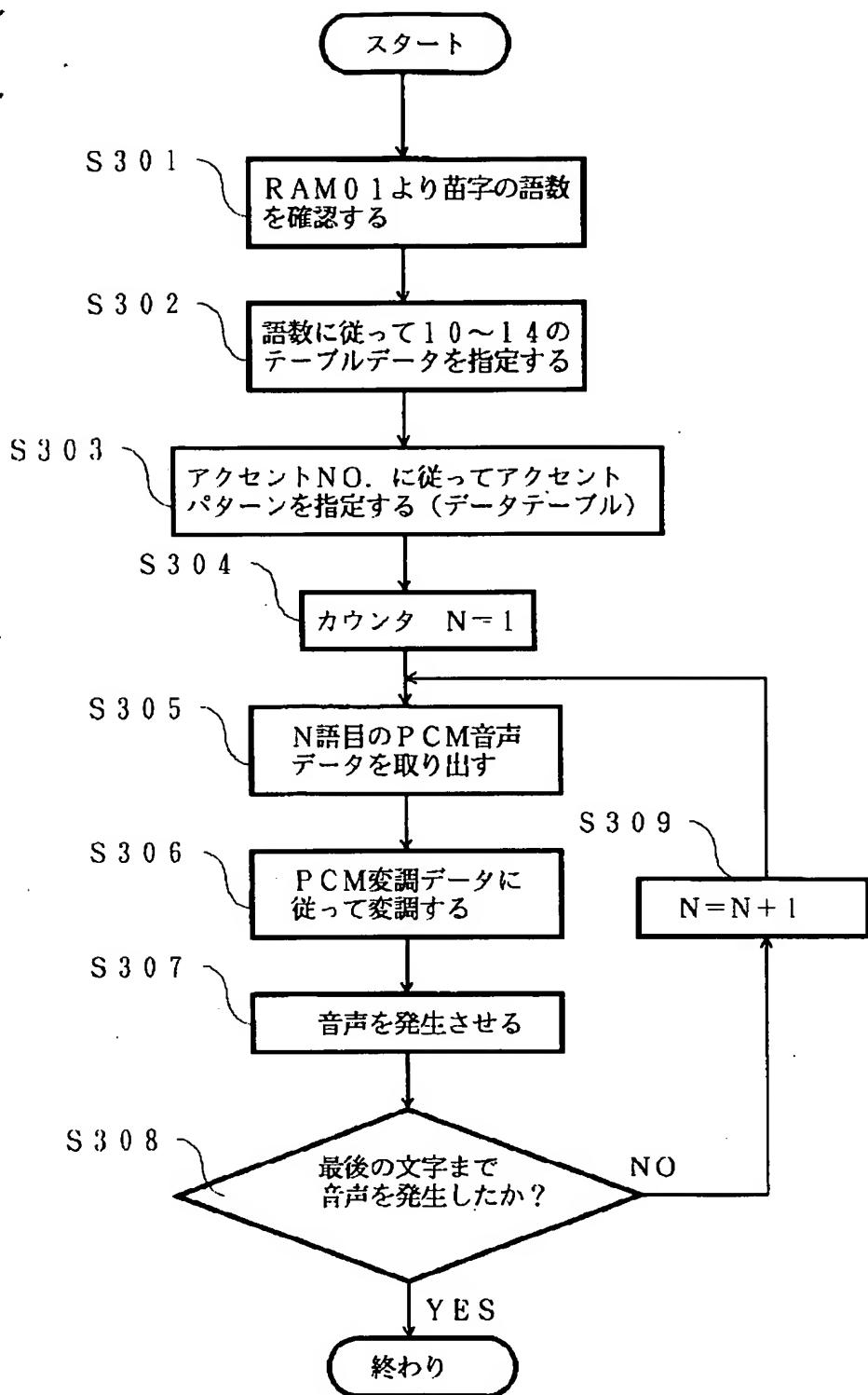
データテーブル 1.1 (3指用アクセントパターン)	データテーブル 1.4 (6指用アクセントパターン)
0 0 1 - - - □ □ □	0 0 1 - - - □ □ □
0 0 2 - - - □ □ □	0 0 2 - - - □ □ □ □ □
⋮	⋮
0 0 N - - - □ □ □	0 0 N - - - □ □ □ □

データテーブル 12
(4種用アクセントパターン)

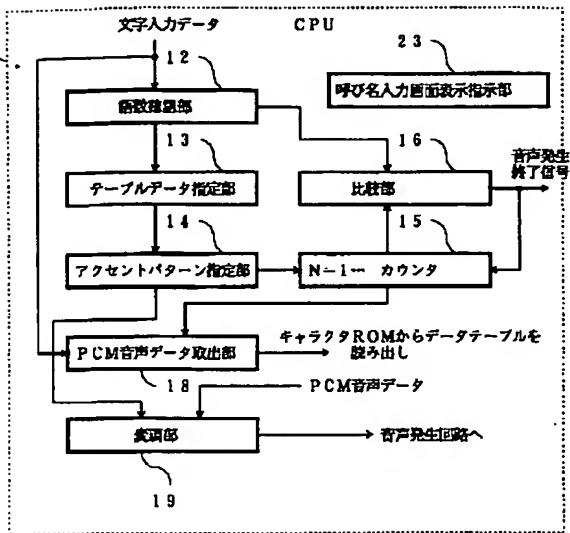
(c)

RAM 01...□□□□□□ (苗字データ格納場所)
RAM 02...□□□□□□ (名前データ格納場所)

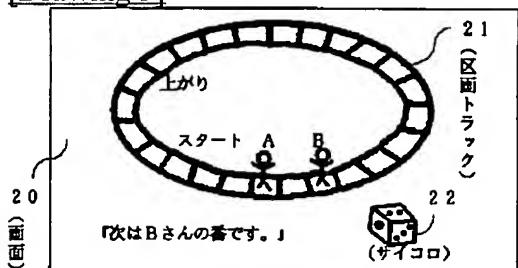
[Drawing 3]



[Drawing 4]



[Drawing 5]



Aさんの番が終わると
「次はBさんの番です。」
とアナウンスする

たかはし しょーじ

[Translation done.]